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PRINTED IN USA

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Wii™

Disney EPIC MICKEY

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

EVERYONE
E
CONTENT RATED BY ESRB

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SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

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For your game's full manual, visit
disney.com/videogames/manuals.

*Registration valid in U.S. and Canada only.

Vimm's Lair

DISNEY EPIC MICKEY

Disney Epic Mickey sends Mickey Mouse on an epic journey of creativity and discovery. Play as Mickey who has been pulled into an alternate world called Wasteland – a world made up of Disney's forgotten creative efforts and ruled by Oswald the Lucky Rabbit. In Wasteland, Mickey has the power to use Paint and Paint Thinner to dynamically change the world – but how you use Paint and Thinner determines your path to saving Wasteland! Wield Paint and Paint Thinner, and become an epic hero!

⚠CAUTION: WRIST STRAP USE

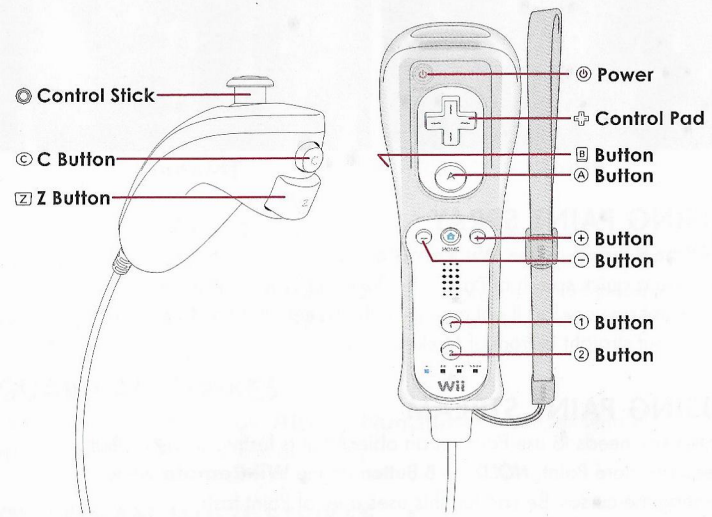
Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the **Wii Remote** in case you accidentally let go of the **Wii Remote** during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the **Wii Remote** during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the **Wii Remote** Jacket.

CONTROLS

This game is played with both the **Wii Remote** and the **Nunchuk**, so you will need to connect a **Nunchuk** to your **Wii Remote**.



BASIC CONTROLS

A Button	JUMP /DOUBLE JUMP /INTERACT WITH OBJECTS AND CHARACTERS	+ Button	CHOOSE SKETCH
B Button: Tap	PAINT SPLASH WHILE AIMING WITH THE POINTER	- Button	USE SKETCH WHILE AIMING WITH THE POINTER
B Button: Hold	PAINT STREAM WHILE AIMING WITH THE POINTER	**1** Button	CHANGE CAMERA VIEW
C Button	CAMERA RESET TO ORIGINAL POSITION	**2** Button	DISPLAY PAUSE MENU
CONTROL STICK	MOVE	**Z** Button: Tap	PAINT THINNER SPLASH WHILE AIMING WITH THE POINTER
+ Control Pad	CONTROL CAMERA DIRECTION	**Z** Button: Hold	PAINT THINNER STREAM WHILE AIMING WITH THE POINTER

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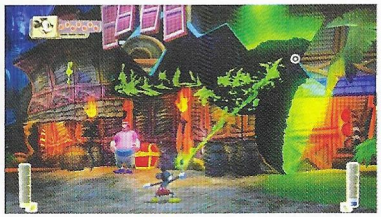
MICKEY'S ABILITIES

Paint and **Paint thinner** are powerful tools in Wasteland. Use Paint to fill in objects and befriend characters and use Paint Thinner to erase object and battle enemies.

Paint



Thinner

USING PAINT SPRAY

TAP the **B Button** on the **Wii Remote** while aiming at the screen to release a quick splash of Paint. The Paint Spray is very powerful but it does not go very far. If not aiming at the screen, the Paint Spray will shoot out straight in front of Mickey.

USING PAINT STREAM

If Mickey needs to use Paint on an object that is farther away or that requires more Paint, ***HOLD*** the **B Button** on the **Wii Remote** while aiming the cursor. Be careful, this uses a lot of Paint fast!

USING THINNER SPRAY

TAP the **Z Button** on the **Nunchuk** while aiming at the screen with the **Wii Remote** to unleash a short, powerful splash of Thinner.

USING THINNER STREAM

HOLD the **Z Button** on the **Nunchuk** while aiming the cursor with the **Wii Remote** to stream Thinner.

PAINT AND THINNER JUMP

PUSH either the **B** or **Z Button** while in mid-jump to send a spray of Paint or Thinner directly beneath Mickey. This can be used in challenging situations.

GUARDIANS

GUARDIANS are mystical - and very useful - Wasteland beings that are drawn to Mickey. When present, Guardians will rotate around Mickey, ready to help!

GUARDIAN TYPES

TINTS are blue Guardians earned by using Paint to restore objects and befriending enemies in Wasteland. Using a Tint on an enemy makes the enemy Mickey's friend for a while.

TURPS are green Guardians that appear when you use Thinner to erase objects or enemies in Wasteland. Using a Turp on an enemy can erase it completely but may only erase a portion of a bigger enemy.

GUARDIAN GUIDES

HOLD the **Wii Remote** vertically for a few moments to charge their power. Once fully charged, the Guardians will fly to the nearest point of interest in Wasteland. Pay attention to where they fly - Guardians know the way.

GUARDIAN STRIKES

When you have a Guardian, ***FLICK*** the **Nunchuck** forward to send a single Guardian to battle with an enemy.

GUARDIAN MULTI-STRIKES

Do you need more power? ***FLICK*** the **Nunchuk** and the **Wii Remote** forward at the same time to send all of Mickey's Guardians at enemies.

GUARDIAN METER

As Mickey restores or erases parts of Wasteland, the **GUARDIAN METER**, located beneath Mickey's health bar on the upper left corner of the screen, will start to fill with blue Paint or green Thinner. Each time a cell is filled in the Guardian Meter, a Tint or Turp will appear and wait for Mickey's command. This meter changes based on your playstyle, so you can expect to see the meter go up and down depending on how much Paint and Thinner Mickey uses in Wasteland.

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SKETCHES

Mickey has the ability to turn sketches into actual objects in Wasteland. Sketches are found and earned in different parts of the world, so be on the lookout for an opportunity to collect them. Once you find an example of a sketch, Mickey will be able to buy more of that type of sketch at the Emporium on Mean Street.

SKETCH PAD

The **SKETCH PAD** in the upper right corner of the game screen holds various sketches that Mickey finds throughout Wasteland. Note that the sketch pad won't appear until Mickey acquires his first sketch. Some sketches are found while others are earned. ***PRESS*** the **+ Button** on the **Wii Remote** to cycle through the Sketch Pad.

USING SKETCHES

Once the desired sketch is selected, use the **Wii Remote** to aim at the spot in Wasteland where the sketch should appear then ***PRESS*** and ***RELEASE*** the **– Button**. To cancel using a sketch, press the **B Button** to put it away.

TV

Everybody loves television, even Mickey's enemies in Wasteland. Drop a **TV SKETCH** into the world to distract smaller enemies. Use the **TV SKETCH** on bigger enemies to get an electrifying outcome.

ANVIL

ANVILS are heavy, heavy, heavy. Drop them on enemies to squash them; use them in the game's weightier puzzles and even as platforms to help collect out of reach items.

WATCH

WATCHES don't only track time in Wasteland - they control it. Use a Watch sketch to outrun enemies or to outsmart a machine by slowing it down.

TRAVELING WASTELAND

As you travel through Wasteland, your **PLAYSTYLE** matters. How you interact with characters and elements in the world, and how much Paint and Paint Thinner you use to alter Wasteland can lead to different outcomes and story lines.

MEAN STREET AND OTHER QUEST MAPS

MEAN STREET is where Mickey interacts with the residents of Wasteland. Mickey will encounter friends and foes alike that will provide information and quests throughout his journey. Other quest maps will unlock as he progresses in his adventure.

PROJECTOR SCREENS

PROJECTOR SCREENS act as portals between areas in Wasteland. When Mickey leaps into a movie screen, he will find himself in a cartoon-inspired landscape that he must traverse to move between the different parts of Wasteland. Have fun exploring these levels inspired by real cartoons!

GREMLINS

Throughout Mickey's adventure, he will come across residents of Wasteland known as **GREMLINS**. Gus, the leader of the Gremlins, will act as his guide and provide hints during his time in Wasteland. Many of Gus' friends have been captured by the Mad Doctor and will provide assistance if freed.

PAUSE MENU

PRESS the **2 Button** to pause the game. While in the **PAUSE MENU**, you can check Mickey's health along with other pick-ups such as Pins, Film Reels and Tickets. From this screen you can also view Mickey's active quests and look at maps of the parts of Wasteland he has explored. In addition, you can review and adjust your Options or select Quit to return to the Title Menu. Any progress made since the last checkpoint will be lost.

QUEST, PINS AND MAPS

In the Pause Menu, you can ***PRESS*** either the **+** or **– Buttons** to scroll through the Quests, Pins and Maps. **THE QUEST MENU** lists Mickey's current quests and gives details about what he needs to do to help the residents of Wasteland. **THE PIN SCREEN** lets you see the pins he has found while in Wasteland. Try to find and collect them all and be the ultimate Mickey fan! If you ever get lost, the **MAP SCREEN** will provide points of interest for Mickey to explore.

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CUSTOMER SUPPORT INFORMATION

INTERNET SUPPORT

To access support for Disney Interactive Studios on the World Wide Web, point your browser to **disney.com/videogames** and click on "Support" at the top of the page.

GAME HINTS AND TIPS

Game hints and tips are available on our Customer Support website. To access Game Hints and Tips on the World Wide Web, point your browser to **disney.com/videogames** and click on "Support" at the top of the page.

For your game's full manual, **visit disney.com/videogames/manuals**.

MAILING ADDRESS

If you wish to write us, our address is:
Disney Interactive Studios Customer Support
500 South Buena Vista Street
Burbank, CA 91521-9323

TELEPHONE SUPPORT

You may contact Customer Support at **(866) 252-8108**. If you need additional information, our Customer Support staff for the U.S. and Canada is available Monday through Friday from 9:00 a.m. to 6:00 p.m. (Pacific Time).

TTY/TDD USERS

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday 9:00 a.m. to 6:00 p.m. (Pacific Time). Our toll free number is **(866) 252-8108**.

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